

THE
GAME
OF
QUADRILLE,
OR
OMBRE *by* FOUR,
With its establish'd
LAWS *and* RULES,
As it is now PLAY'D at the French COURT.

Done from the French.

To which is added, the
GAME *of* QUINTILLE;
OR,
OMBRE *by* FIVE,
Both after the OLD and NEW MANNER.
To this Edition is likewise added *Directions* for playing
the Game of OMBRE *by* Three.

The THIRD EDITION.

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P R E F A C E.



I will not be unnecessary to acquaint the Reader, that the following Game of **QUADRILLE**, has been about two Years, and is at present, the favourite Game at the French Court. It is founded on **OMBRE**, and is, properly speaking, **OMBRE** between Four; but as there are many Rules peculiar to itself, it equally requires a fix'd Standard to refer to, in order to prevent, or decide Disputes, which too frequently arise; many Companies having something particular in their Manner of playing this Game.

It is allow'd by all Players, that **QUADRILLE** is more amusing and entertaining than **OMBRE**, or any other Game on the Cards; either because ev'ry Deal is play'd out, or that it better suits the Genius of the Ladies, to whom Complaisance and good Manners must prejudice the Gentlemen in its Favour.

P R E F A C E.

As this Treatise is not design'd for those, who already understand the Game, but for those, who are wholly unacquainted therewith, the Rules prescribed are written in the plainest Manner, and ev'ry Particular clear'd with all possible Exactness; so that it is hop'd the learned in this Game will excuse what may seem trifling; since it is written for the unlearned.



T H E



T H E
G A M E S
O F
QUADRILLE, &c.



C H A P. I.

Of the Order of the Cards.



THE Order of the Cards is what, doubtless, most of all perplexes and confounds a Person, who knows nothing of This, or the Game of *Ombre*. He is at a Loss how to conceive for what Reason the Sevens of Diamonds and Hearts, and the Duces of Spades and Clubs, are sometimes the second best

Cards in the Game, and sometimes the worst. But This is what may be very easily comprehended by reading, with a little Attention, the following TABLES, in one of which the Cards are plac'd in their natural Order, and in the other they are put in the Order they bear when Trumps.

TABLE the FIRST.

The Cards plac'd in their natural Order.

<i>Hearts and Diamonds.</i>	<i>Spades and Clubs.</i>
<i>King.</i>	<i>King.</i>
<i>Queen.</i>	<i>Queen.</i>
<i>Knave.</i>	<i>Knave.</i>
<i>Ace.</i>	<i>Seven.</i>
<i>Duce.</i>	<i>Six.</i>
<i>Three.</i>	<i>Five.</i>
<i>Four.</i>	<i>Four.</i>
<i>Five.</i>	<i>Three.</i>
<i>Six.</i>	<i>Duce.</i>
<i>Seven.</i>	

By this TABLE we see, that there is no Mention made of the black Aces, to wit, Spades and Clubs. The Reason is, because those two Aces are always Trumps, let what Suit soever be nam'd.

The Ace of Spades is call'd *Spadille*, and is always the first Trump.

The Ace of Clubs, call'd *Basto*, is always the third Trump.

This

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This may be seen in the following TABLE, where the Cards are rank'd in the Order they bear when they are Trumps.

TABLE the SECOND.

The Cards plac'd in the Order they bear when Trumps.

<i>Hearts and Diamonds</i>	<i>Spades and Clubs.</i>
<i>Spadille, the Ace of Spades.</i>	<i>Spadille, the Ace of Spades.</i>
<i>Manille, the Seven of Hearts, or of Diamonds.</i>	<i>Manille, the Duce of Spades, or of Clubs.</i>
<i>Basto, the Ace of Clubs.</i>	<i>Basto, Ace of Clubs.</i>
<i>Punto, Ace of Hearts, or of Diamonds.</i>	<i>King.</i>
<i>King.</i>	<i>Queen.</i>
<i>Queen.</i>	<i>Knave.</i>
<i>Knave.</i>	<i>Seven.</i>
<i>Duce.</i>	<i>Six.</i>
<i>Three.</i>	<i>Five.</i>
<i>Four.</i>	<i>Four.</i>
<i>Five.</i>	<i>Three.</i>
<i>Six.</i>	

This is the Manner, in which the Cards are rank'd when they are Trumps.

By this it appears, that there are but eleven Trumps in the black Suits, whereas there are twelve in the red; which Difference may be comprehended at first Sight, by taking Notice,

Notice, that the two black Aces, which are always Trumps, are equally employ'd both in the red and the black Suits, and occasion the red Suits to have one Trump more than the black.

The Ace of Spades, or *Spadille*, as has been already observ'd, is the first Trump in the Game, of what Suit soever the Trump happens to be.

The Ace of Clubs, call'd *Basto*, is always the third.

There must, by Consequence, be another Trump between those two. This Trump is call'd *Manille*; and, in the black Suits, is the Duce, and in the red, the Seven; which are the second Cards in the Game, when the Trump happens to be of their respective Suit; but when not, they are the last. As for Example; the Duce of Spades will be the second best Trump when Spades are Trumps, and the worst Card in that Suit if Clubs, Hearts or Diamonds are Trumps; and so of the rest of the *Manilles*.

Punto is the Ace of Hearts, or Diamonds; which is superior to the King; and the fourth Trump in the Game, when the Trump is of their Suit; and which is inferior to the Knave, and is only call'd the Ace of Hearts, or Diamonds, when another Suit is Trumps. See the TABLES in the Sequel.

The Duces of Hearts, and Diamonds are always superior to the Three, the Three to the
the

the Four, the Four to the Five, the Five to the Six; but the Six is not superior to the seven, but when the Sevens are not Trumps. For when they are Trumps they become *Manilles*, and consequently are the second best Card in the Game.

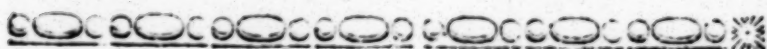
There are three *Matadores*, viz. *Spadille*, *Manille*, and *Basto*.

The Privilege of the *Matadores* is, that when they are the only Trumps a Player has in his Hand, whether he has them all, or only one or two, he is not obliged to play them even if a Trump leads the Board; but if he has no other Trump, may sling away what Card he pleases; but this Privilege extends no farther than when an inferior Trump is led; in which Case the Person, who has *Manille*, or *Basto* in his Hand, is not obliged to play them, even if *Spadille* is play'd upon the inferior leading Trump.

But if *Spadille* is the first Card play'd, he, who has no other Trump but *Manille*, or *Basto*, is obliged to play it. It is the same with *Basto* in Regard to *Manille*, the superior *Matadore* always commanding the inferior to come down. Notwithstanding there are not properly any more than three *Matadores*, the Trumps, which are Sequents to those, are likewise term'd *Matadores*, whenever they happen in the same Hand; but none except the three principal ones enjoy the abovesaid Privilege.

Privilege. See in Table the second, the Order of the Cards when they are Trumps.

This is sufficient to give an Idea of the Order of the Cards; let us next take Notice of the Method, which is to be observed in playing them.



CHAP. II.

How QUADRILLE is to be play'd.

THE Name *Quadrille*, which this Game goes by, sufficiently gives us to understand that it is a Game to be play'd between Four. The Number of Cards they are to play with is Forty, which are what remain of a whole Pack, after having thrown out all the Tens, the Nines and the Eights, which are of no Use in this Game.

It is not unnecessary, before we proceed any farther, to explain the Manner how the Trump is nam'd.

The Trump is determin'd upon by the Person, who undertakes to play, whether he *calls* a King, or plays without *calling*, by saying *Spades*, *Clubs*, *Hearts*, or *Diamonds*, are Trumps. The Suit he names is Trumps; but take Notice, that if he, who names the Trump, makes a Mistake; as for Example,
if

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if he says *Spades* instead of *Clubs*, in such Case *Spades* shall be Trumps, notwithstanding his Game is in Clubs; as likewise, if he names two different Suits, the first nam'd shall be the Trump; all Mistakes being very rigorously punish'd in this Game.

It must be likewise observ'd, that this Game, which is very entertaining, becomes disagreeable and insipid if any Body talks in the Play; for which Reason, therefore, to make it pleasant and diverting, the least Word concerning the Play ought not to be spoken, every one playing according to his own Fancy, and as he judges most convenient to his Game.

None must here demand *Gano*, nor must there be any Favour shewn; for he, who undertakes to play, ought to know what he has to do.

The *Prizes*, or Stock each Player begins with, consists of twenty or thirty *Fishes*, just as they agree among themselves, for That is of no Manner of Importance to the Game; and the *Fish* is of what Value they please to make it, all which absolutely depends upon the Will of the Players, who are at Liberty to settle those Matters according to what they design to lose or win.

The Players having seen who is to *deal*, agreed upon what is to be play'd for, and settled the Number of the *Tours*, which are generally ten, and are mark'd upon a Card by notching it, the Person, who is to *deal*, having

ving caus'd him, who sits at his left Hand to *cut*, deals ten Cards a-Piece, at three Times, that is twice Three, and then Four; or if he begins with Four, it is no Matter; or gives first Three, then Four, and Three at last; all that being left to the Dealer's Discretion. But he must not *deal* One by One, or Two by Two, as some Players preposterously pretend, and he must continue *dealing* as he begun, 'till they leave off playing.

If the Pack happens to have more or less Cards than it ought to have, the *Deal* must go for nothing, and must be *deal'd* over again; as likewise, if there chance to be two Cards of a Sort, as two Sixes of Hearts, or the like, provided it is perceived before all the Cards are play'd out; for in such Case, the *Deal* must pass, as well as those, which have preceded it.

The Cards must be likewise *dealt* over again, if there happens to be any of them turn'd in *Dealing*, let it be what Card soever; because it may be a Detriment to the Person, who has it; there being no *Discarding* at this Game. One Card may prove detrimental, much more if several are discovered.

Those, who miss the *Deal*, incur no Penalty; they are only to *deal* again.

Every one having got his ten Cards, when the Person, who is at the Dealer's right Hand, has look'd upon his Cards, if he finds a Game to be play'd, he *asks the Question*; but
if

if he has not a good Game, *passes*, and so of the second, the third, and the last. They may all Four *pass*; but as every *Deal* must be play'd, he, who has *Spadille*, having first shew'd it, or acknowledg'd his having it, is oblig'd to play, *calling* a King.

Whether the *Deal* is play'd so, or whether any one of the Players, none being dispos'd to play without *calling*, has *ask'd Leave*; when he has first nam'd the Trump, and the King he *calls*, by their proper Names, he who sits at his right Hand plays first; and he, who wins the Trick, plays next; and so on 'till the *Deal* is out; after which, every one's Tricks are counted; if the *Ombre*, (that is he, who undertook to play) has six Tricks, including those won by his Friend, or the Person, who had the King he *call'd*, they have won, and must be paid the *Game*, the *Rewards* and for *Matadores*, if they had them; and they divide the *Stakes* that are down, and the *Beefes* if there are any.

If they make but five Tricks between them, it is a *Remise*, and they are *Beefed* for as much as is stak'd down, and pay to their Adversaries the *Rewards*, and for *Matadores*, if they had them; but if between them, they make but four Tricks, or less, they lose *Codille*; in which Case, they pay their Adversaries as much as they were to have receiv'd had they won; that is to say, the *Game*, the *Rewards*, and the *Matadores*,

if they had them; and are *Beefed* for as much as was stak'd down. Those, who win the *Codille*, divide between them what was stak'd down before.

The *Beeste*, and all that is so lost, must be paid equally, one half by him, who call'd; and the other half by him, who is call'd; whether a *Codille*, or a *Remise*; unless he, who call'd, or more properly speaking, the *Ombre*, does not make three Tricks; for in such Case he, who is call'd, is not only exempted from paying half the *Beeste*, but also from paying the *Game*, the *Rewards*, and the *Matadores*, if he had them; for the *Ombre*, who fails of making three Tricks, pays by himself; and it is the same either for a *Codille* or a *Remise*.

There is, however, one Case, in which, if the *Ombre* should not make above one Trick, he is not to be *Beefed* alone, and that is, when, having *Spadille* in his Hand, he is forc'd to play, all the rest of the Players having pass'd; and as he is forc'd, it would be very unreasonable he should be oblig'd to make three Tricks; therefore he, who is call'd, is to contribute one half of all that is to be paid.

He, who has *Spadille*, should say *I pass before I name*; for if he has not pass'd, notwithstanding he has a very bad Hand, he must be oblig'd to follow all the Laws of those, who play voluntarily.

He

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He, who has once *pass'd*, cannot be admitted to play afterwards, and he, who has *ask'd the Question* cannot be exempted from playing, unless some one else will play *without calling*, or *Sans-prendre*.

He, who has the four Kings, may *call* the Queen of either of his Kings, except of That, which is Trumps; and he, who has several Kings, may *call* one of those he has in his own Hand; but then he must make six Tricks himself, and wins or loses alone.

The King of Trumps must not be *call'd*; nor must the *Ombre* demand *Gano* of his *Friend*; that is, he, who has the King he *call'd*; or put him in Mind of favouring him.

Every one ought to play in his own Turn; yet for doing otherwise, none incur the Penalty of being *Beefed*.

He, who not being to play first, and has the King, which was *call'd*, shall Trump about with *Spadille*, *Manille* or *Basto*, or even if he plays down his King, in order to give Notice that he is the *Friend*, having other Kings in his Hand, which he apprehends the *Ombre*, not knowing him to be his *Friend*, may trump, shall not be suffer'd to undertake the *Vole*; nay he shall be *Beefed*, if it appears, that he had any sinister Meaning in That his Procedure.

None must discover his Cards till the *Deal* is all play'd out, not even if *Codille* is al-

ready lost, before the Cards are all play'd. This is in order to see whether the *Ombre* will be *Beefed* by himself or not.

If either the *Ombre*, or his *Friend*, shew their Cards before they have won six Tricks compleat, imagining they have got the Game, and there may be any Means found to prevent their getting the six Tricks, their Adversaries may compel them to play their Cards as they themselves please to enjoin them.

To play *Sans-prendre*, or without calling a King, nothing is to be done but to name the Trump.

He, who plays *Sans-prendre*, must make six Tricks alone to win; for all the Tricks the other three Players make are united against him, and his Adversaries may lawfully give the *Gano* to each other, and do their utmost Endeavours to make him lose.

He, who offers to play without calling, has the Preference to him, who would call a King; however, if he, who asks the *Question*, will play himself without calling, he is permitted before him, who forces him. These are the two Manners of playing *Sans-prendre*, which are term'd *Forced*.

As he, who plays *Sans-prendre*, does not divide his Winnings with any one, so he likewise pays alone if he loses. If he loses by a *Remise*, he is *Beefed*, and pays to each of his Adversaries the Rewards, the *Sans-prendre*,

prendre, and *Matadores*, if he had them; and if he loses *Codille*, he is equally *Beefed*, and pays to each as much as they should have paid him, in Case he had won the Game. Those, who win *Codille*, divide amongst them what is down; and if there remains any odd *Counter*, it is to be for him of the Three, who in the next Hand shall have *Spadille*, or the highest Trump. It is the same with him, who, having *ask'd the Question*, shall call a *King*, which he has in his Hand; he wins or loses by himself, as has been already observ'd, all, except the *Sans-prendre*; which he neither pays if he loses, nor is paid if he wins, notwithstanding he plays *alone*.

He, who undertakes to play *Sans-prendre*, tho' he has a sure Game in his Hand, is oblig'd to name the Trump; if he throws down his Cards without having nam'd his Suit, saying, *I play Sans-prendre*, it is lawful for any one of the other three Players to name what Suit he pleases; and then he, who would have play'd *Sans-prendre*, shall be forc'd to play in the Suit the other nam'd, tho' he has not one Trump in his Hand.

He, who has *ask'd the Question*, cannot play *Sans-prendre*, except he is *forc'd*; in which Case, he has the Preference to him, who has *forc'd* him.

None is oblig'd to *trump* any Card when he has not of the Suit that leads, nor to play a higher Card of the same Suit if he has it,

not even if he is last Hand and the Trick is before won by the *Ombre*; but he must follow Suit if he can, else he *renounces*.

Whoever draws out a Card from his Hand, and shews it openly to the Company in order to play it, is oblig'd to play it, if the not playing it can do any one of the Players a Prejudice, or give his Friend any Intelligence, and more especially if the Card so discover'd is a *Mstadore*.

He, who plays *Sans-prendre*, is not subject to this Law; nor he, who plays *Sans-prendre*, having call'd one of his own Kings.

It is free for any one to look upon the Tricks, which have been won by the others, and reckon what has been play'd every Time he is to *lead*, but not otherwise.

He, who instead of turning up the Tricks, which lye before any of the Players, shall turn and look upon his Hand, or discover it to the rest, shall be *Beefed*; half to be paid by him, and the other half by the Owner of the Cards so discover'd.

Whoever *renounces* must be *Beefed* as often as he shall be convicted of having so done.

The *Renounce* does not pass, 'till either the Trick is turn'd, or the *Renouncer* has play'd his Card for the next Trick; he may otherwise recal his Card. If the *Renounce* is perceiv'd before the Deal is all play'd out, and if it proves prejudicial to the Game,
every

every one must take his own Cards again, and begin to play anew from the Trick, in which the *Renounce* was made; nevertheless if the Cards are all play'd out, the *Renouncer* must be *Beefed*; but the Cards may not be taken up again, except there have been more than one *Renounce* made in the same Deal; in which Case they may, provided all the Cards have not been mix'd together.

Several *Beefes* made in the same Deal, ought to go all at once, unless it has been otherwise agreed upon before the Deal began.

When there are several *Beefes* upon the Board, the greatest ought always to be first play'd for.



CHAP. III.

Of the VOLE.

TO win the *Vole*, is to make all the Tricks, when the *Ombre* plays either *Sans-prendre*, or with the Assistance of his *Friend*; that is, the Person, who had the King he call'd.

The *Vole* wins only what is agreed upon, taking up no more than what was stak'd down, having no Manner of Claim to the *Beefes*, which were not play'd for.

The *Vole* is undertaken by the *Ombre*, whether he plays *Sans-prendre*, or with the Assistance

sistance of the King he *call'd*, if he plays a Card after the first six Tricks are made ; if the *Ombre* or his Partner lose it, they are obliged to pay as much as should have been paid if it had been won.

He or they, who undertake the *Vole*, and do not carry it, take up the *Poule*, or *Stake*, and are paid the *Reward*, *Sans-prendre*, and *Matadores* if due.

The *Vole* being undertaken, it is not lawful for the *Ombre* to see his *Friend's* Hand.

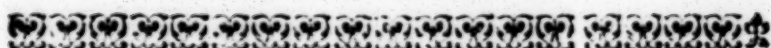
The *Vole* cannot be undertaken 'till the King, which has been *call'd*, has appear'd.

He, who has been forc'd to play upon Account of his having *Spadille* in his Hand, can have no Pretensions to the *Vole*.

Silence is most necessary to be observed when the *Vole* is undertaken.

It is not lawful to say any Thing, or to give the least Hints that may either engage the *Friend* to undertake, or deter him from undertaking the *Vole* ; nor even to say, *we have six Tricks* ; but Silence must be kept 'till he has either play'd out or thrown down his Cards.

This is in a Manner, the whole Method and Order of playing QUADRILLE. In the Table of the Laws, annex'd to this Treatise, may be seen the Rules more at large, to which, Recourse may be had for the Decision of Points, which are not sufficiently explain'd in this Chapter. Let us next take Notice of the Manner and Method of *Marking* and *Paying* in this Game.



CHAP. IV.

The Manner of Marking and Paying the Game.

THE Game is *Mark'd* by the Dealer, by laying down a *Fish* before him.

Every one, besides That, lays down a *Counter* at each *Deal*, which is taken up, or paid to him or them, who win, together with the *Reward*, &c. and these four *Counters* are reckoned into the *Beestes*, that are made.

If there is a *Beeste*, it goes together with what is already upon the Board, and the *Counter*, which every one must lay down as his Stake; nor is he, who *deals*, ever the less for That exempted from laying down the *Fish*. From whence it follows, that the first *Beeste* being of fourteen *Counters*, as it always is, the second, if made by *Remise*, is of forty two, and the third of fifty six; one *Beeste* made upon another, consisting of no more than fourteen *Counters*, which is the whole Increase of the Game; viz. ten for the Dealers *Fish*, and four for the Counter each Player stakes down, except when the Game is doubled, which happens when the first *Beeste* is made by *Remise*, the second then being of Forty Two.

If the Game, upon which the first *Beeste* is made, is won by *Codille*, the second *Beeste* is then

then of no more than twenty-eight; because the fourteen taken up by him, who won the *Codille*, must not be reckon'd; for at this Game there is no more to be lost than might have been won. In the following TABLES may be seen the Order how the *Beeftes* increase.

TABLE I.

First	2	3	4
14	42	56	70
5	6	7	8
84	98	112	126
9	10	11	12
140	154	168	182
13	14	15	16
196	210	224	238

In Case the first Game, in which the first *Beeft* was made, was drawn by *Codille*, see this other TABLE.

TABLE II.

First	2	3	4
14	28	42	56
5	6	7	8
70	84	98	112
9	10	11	12
126	140	154	168
13	14	15	16
182	196	210	224

If

If the Game is play'd double, the only Way to make Use of these Tables is to double the *Beefles* according to the Order, in which they are made.

The *Game*, as we have already said, is the *Counter*, which each Player stakes down before every *Deal*; so that in Case of several *Remises*, it consists of as many *Counters* as there are *Remises*, which must be lay'd down by the Losers, or paid to the Winners in Case of a *Codille*; for they, who win only a *Remise*, are not to touch the *Stakes* that are upon the Board, but are only paid the *Rewards*, with the *Matadores*, and the *Sans-prendre*, if due.

The *Rewards* is the Payment of two *Counters* to those, who undertake the Game, if they win, or is paid by them in Case they lose, be it either by *Remise* or *Codille*.

It is the same as to the *Matadores*, paying a *Counter* for each *Matadore*.

Notwithstanding there are properly no more than three *Matadores*, the Number of them are augmented according as the Trumps, which are their immediate Sequents, are join'd to them; and a Counter a-piece must be paid for them by the Loser.

The *Sans-prendre*, or *without Calling*, is generally paid the one Half of what the *Vole* is fix'd at; so that those, who lose it, must pay the Winner five *Counters*; or the
Ombre,

Ombre, who loses it, whether by *Remise* or *Codille*, must pay to those, who make him lose it.

Observe, that the *Sans-prendre* and *Matadores* are not due, nor can they be demanded after the Cards are cut for the next *Deal*; for if the Cards have been shuffled and cut without their being ask'd for, there is no farther Obligation to pay them, except in the Case explain'd in the Decisions. See the Article of *Sans-prendre* and *Matadores*.

It is not so with the *Beeffe*, the *Rewards* and the *Stake*; they may be demanded several *Deals* after. But yet the Mistakes that may have been made concerning the *Beeffe*, must not be call'd upon again if the *Deal* after That, in which the Dispute arose about the *Beeffe*, has been play'd out. See the *Decisions* in the Article of the *Beeffe*.

They, who win *Codille*, are paid the same as they were to have paid to every one, in case they had lost.

They, who win the *Codille*, divide amongst them all that was play'd for.

For winning the *Vole*, the Winner receives one *Fish*, worth ten Counters, from every one of the Defendants; as is likewise paid by those, who undertake it if they miss it.

The last *Tour* is generally play'd *double*, except it has been agreed to play it *single*.

To play the last *Tour* double, is to stake double, and to pay the *Game*, the *Rewards*, the *Mitadores*, the *Sans-prendre*, and the *Vole* all double.

Every one generally gives a *Fish* towards the Cards.

Those, who are for high Play, may play always *double*, which will considerably augment the *Beestes*, &c.

We must next give some Examples of what *Games* may be play'd *with*, or *without calling a King*, which shall be the Subject of the following Chapter.



CHAP. V.

Examples of several GAMES that may be play'd either with or without Calling a KING.

NOtwithstanding the best Way to attain to the Knowledge of the *Games*, which are fit to be play'd, is by Practice, I shall however, for the Instruction of Beginners, set down a few Examples.

The first Rule, which should serve for the Foundation of all the rest, is that, in *Calling a King*, you should have at least three sure Tricks in your Hand, to avoid being *Beested* alone. The following *Games*, in either of the red Suits, may be play'd.

C

GAMES

GAMES in RED that may be play'd.

Manille, Basto, King, Queen, and Six of Hearts, or Diamonds, two Spades, two Clubs, and one Card of the opposite Red Suit, calling the King of that Suit.

It must be observ'd, that it is best to call the King of the Suit, of which you have but one, for then you are *in Rule*. We call being *in Rule*, when we trump the Return of the King, which was call'd; and in Case you have two Suits, of each whereof you have but one Card, then it is best to call the King of the red Suit, because there being one Card more in the red Suits, than in the black, there is less Hazard to have it trump'd at the Return.

If it happens that you have an equal Number of every Suit that is not *Trumps*, it is best if you have a Queen, to call the King of that Suit, because thereby your Queen becomes good. You may likewise play This;

Spadille, Punto, Knave, Duce and Three, with a Queen guarded, and three other Cards of a different Suit, calling the King of that Suit, of which you have the Queen. This may be also play'd;

Manille, King, Queen, Knave and Four, with a King, calling the King of the Suit you have least of.

If you are to play first, you should trump about with the Knave, before you know who is

is your *Friend*. It is always best to *trump about*, especially when you have Kings and good Cards in your Hand, by Reason that the *Trumps* being generally divided, your *Kings* and *Queens* after That will pass the better. It is also good to play *Trumps* when the *Friend* is not discover'd; because, for the Generality, your Adversaries not knowing who is your *Friend*, trump each other to win the Trick.

One general Rule to be observ'd is, that if, before the Auxiliary King has appear'd, the *Ombre* leads a small Trump, the next Player should win it only with a middling one, to avoid obliging his Fellow-Defendant to trump above him; but the Case is different, if the next Player is the *Friend*; for then he ought to put upon the *Ombre's* low Trump the best he has in his Hand, the better to make sure of the Game.

Spadille, Manille, Queen and Knave, may be likewise play'd, *calling* the King that is most convenient to the Situation of your Game in Hand.

GAMES in BLACK, *which may be play'd.*

Basto, King, Queen, Knave and Six, calling the King of the Suit you have least of. You should observe being *in Rule* as much as you can. This may be likewise play'd;

Manille, King, Queen and Six, with a King, always observing what has been said before. Likewise This;

Spadille, Queen, Knave, Six and Five, with a Queen guarded, calling that King.

You may also play This; King, Queen, Knave, Seven, Five, and a King.

There are an Infinity of other Games that may be play'd, which would be too tedious to insert here. It is sufficient to say, that it is not prudent to play without having at least three sure Tricks, and even four if you intend to carry it, since three Tricks cannot be expected from the *Friend*, or he, who has the King you call.

To play *Sans-prendre*, requires no small Reflection; since he, who undertakes it, far from hoping for any Assistance, has the three Adversaries united against him to make him lose; so that to attempt playing *Sans-prendre*, you should have six sure Tricks in your Hand, which, to win, you must make. In this Case you must not much depend upon Queens guarded. The following Games in *Red* may be play'd without calling a King, or *Sans-prendre*.

GAMES in RED, which may be play'd
Sans-prendre.

Spadille, Manille, Punto, King, Two, Four, and a King.

You

You ought to begin with trumping about three Times, if you are to play first, playing *Spadille*, *Manille*, and *Punto*, to fetch the Trumps out of your Adversaries Hands, to prevent your self from being over-trump'd, and that your King may pass without Danger of being trump'd.

Observe, that in Case you are not to play first, but are *en Cheville*, or between the Dealer and the Leader, if the Leader, having first play'd a King, should play another of the same Suit, and you have none of it in your Hand, you should either pass it with a *false* Card you have but one of, to rid your self of a Suit, or trump it with your *Punto*, or *King*, to be sure of either winning the Trick, or forcing down *Basto*. If the Trick is yours, you ought to trump about, as I said before.

You may likewise play *Sans-prendre* with *Spadille*, *Manille*, *Basto*, *Knave*, *Four* and *Five*, that is, six Trumps, three of them *Mattadores*, with a Queen and Knave of one Suit, I say of one Suit, because they are as good as a King. You will then have two *false* Cards, either of one, or of different Suits; if they are different, and the King of one of them has been play'd, and the same Suit is return'd again, of which you have no more, it is prudent to throw away the other *false* Card you have, and thereby rid your Hand of a Suit; after That, if the same Suit is

play'd again, you ought to play down a *Matadore* upon it, and then trump about three Times, which should naturally bring out all the Trumps; after This, if the Suit your Queen and Knave are of is not play'd, you win the next Trick with a Trump, and play one of them, reserving a Trump to come in to Play again, and then play down the other remaining Card of those two to make your sixth Trick. This may be likewise play'd.

Manille, Basto, Punto, King, Duce, Three, and a King; that is to say, four *false Matadores*, two Trumps and a King. We call *false Matadores* when *Spadille* is wanting to make several *Matadores*. At the Return you should trump with one of your *false Matadores*, to prevent being over-trump'd, and then trump about.

You may also play This; *Manille, Punto, King, Queen, Two, Four, Five*, and a King.

It must be observ'd at this Game of *QUADRILLE*, especially when you play *Sans-prendre*, that it is always best to trump about as often as possible; the Situation of your Game should however direct you when, and how you ought to do it; for if all the other Trumps happen to be in one Hand, you should certainly guide the Manner of your playing your Cards by the Strength of your own Game. These Things are learn'd by Practice and Attention.

QUADRILLE.

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GAMES in BLACK that may be play'd
Sans-prendre.

Because in the *Black Suits* there is a Trump less than in the *Red*, you may venture to play, in that *Colour*, upon a somewhat weaker *Game* than in the other. These following *Games* therefore may be play'd *Sans-prendre* in a *Black Suit*.

Manille, Basto, Queen, Knave, Six, Five, and a *Queen*, with two other *Cards* of the same *Suit*; as may likewise *This*;

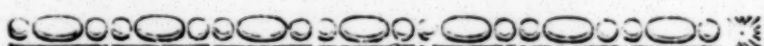
Spadille, Manille, King, Seven, Five and Four, with a *King*, or a *Queen* and *Knave* of a *Suit*. *This* may be also play'd;

Manille, King, Queen, Knave, Six, Five, Three, and a *King*. You may likewise play *This*;

Spadille, Manille, Basto, Queen, Seven and a *King*.

Take Notice, that upon a *Return* it is not prudent to trump with small *Trumps*, except the *Game* is so dispos'd that there is no other *Way* of winning it. I shall once more repeat here, that the surest and most common *Method* of playing *Sans-prendre*, or *without Calling*, is to trump about as often as possible, taking *Care*, however, by endeavouring to weaken the others, not to weaken one's self too much. There are abundance of other *Games* in both *Colours*, which may be play'd *Sans-prendre*. But the best *Way* to be sure of the *Game*, which you venture to play

play *without Calling*, is, to have always present in your Thoughts the absolute Necessity there is of winning six Tricks by your own Hand, in Spite of all the Opposition the other three Players are able to make. Use and Application will teach the rest.



Of the King surrender'd.

BESIDES the ordinary Manner of playing at QUADRILLE, there is likewise another Way of playing it, call'd *Au Roy rendu*, or, *The King surrender'd*; which in every Respect follows all the Laws and Rules of the other Games, only that the Person, who has the King, which was *call'd*, is at Liberty to *surrender* it up to him, who *calls* it; who in Exchange must give him another Card out of his *Game*.

This is so play'd to prevent playing upon weak Hands, which in Reality very much diminishes the Agreeableness of the common Way of playing QUADRILLE, and has occasion'd this stricter Manner of playing the Game to find many Partisans, but more especially amongst the Men, who are for a serious Amusement, rather than amongst the Ladies, who do not find the same agreeable Entertainment in This, as they do in the ordinary Manner of playing it, having not here the same Liberty as they have in the other.

This

This Sort of QUADRILLE differs in nothing from the other, only in that it is permitted to him, who has the King that was *call'd*, to *surrender* it to the *Ombre*; which occasions this Game to have some peculiar RULES. They are as follow.

I.

If he, who, having the King that was *call'd*, happens to have a bad Hand, he may deliver the said King up to the *Ombre*, who is to give him in Exchange what Card he pleases, and every one of the Players have Liberty to see that Card.

II.

He, who, having the said King, has got a good Hand, and delivers up the King to make the *Ombre* lose, shall be *Beefst*; not that the *Ombre* shall be, upon that Account, ever the sooner exempted from being *Beefst* also, if he does not win the Game. In this Case the *Surrenderer* must have had three sure Tricks in his Hand.

III.

He, to whom the King has been *surrender'd*, must, with that Assistance, make six Tricks alone, the other three Players being all united against him.

IV.

He gives no Share of his Winnings to any one, if he gets the Game, and pays all by himself if he loses it.

V. The

The King must not be *surrender'd* to him, who is *forc'd* to play, as in the ordinary QUADRILLE, upon Account of his having *Spadille*. In all other Respects this Game differs nothing from the other QUADRILLE.



of QUADRILLE *play'd by THREE.*

THE Game, which is play'd by some Persons under the improper and preposterous Name of three-handed QUADRILLE, is a Game of very little Entertainment, and cannot be at all agreeable to those, who understand three-handed OMBRE. It is however proper enough to give an Idea of the Game of QUADRILLE to Those, who are desirous of learning it.

This Game is disadvantageous to the OMBRE, who has always two Adversaries to contend with. It is seldom or never play'd, but when a Fourth to make a Match at the genuine QUADRILLE is wanting; the LAWS and RULES of which it observes in all Points, except in the following Particulars, which are peculiar to This.

I.

To play this Game, no more than thirty Cards are us'd. One of the whole *Red Suits* must therefore be laid aside, it matters not which of them. Each Player has ten Cards dealt

dealt him, as at QUADRILLE, and the OMBRE, whether he plays *Sans-prendre*, or calls a King, must make six Tricks to win; if he makes but Five, it is *Remise*; and he loses *Codille*, if he makes but Four, or less.

II.

The Game is *mark'd* and *pay'd* as at QUADRILLE, but the *Beeste* is of fourteen Counters, tho' there are but thirteen down; and so the rest, as in the foregoing Tables belonging to the ordinary QUADRILLE.

III.

He, who plays by *Calling* a King, having first nam'd the Trump, *Calls*, or indeed, rather *Demands* whatever King he judges most convenient for his Game; and He, of his two Adversaries, who has it, is oblig'd to deliver it to him, and to take in Lieu thereof whatever Card the Receiver thinks fit to give him, and which the third Player is free to look upon; with this Assistance the *Ombre* must make six Tricks, or lose. The LAW is the same in Regard to him, who is *forc'd* to play with *Spadille*, the others having pass'd.

IV.

It is not permitted to name for Trumps the Suit that is laid out; for if That was suffer'd, with *Spadille* alone, and Kings, Queens, &c. any one might make the *Vole*, without the Defendants being able to oppose it.

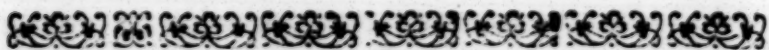
In every other Respect this Game follows the LAWS of QUADRILLE; to which Recourse must be had for all Accidents that may intervene.

T H E



The GAME of
QUINTILLE; *or* OMBRE,
PLAY'D by FIVE.

 HIS Game, from whence QUADRILLE has its Original, is very entertaining when it is well play'd. I imagin'd it might not be unacceptable to have it annex'd to this Treatise, by Reason of the Relation it has to QUADRILLE; and in order to render the Reader's Satisfaction the more compleat, I shall first give an Account of the Manner how this Game was play'd at first, and then, in few Words, I shall explain how it is play'd now; which new Method, as it is brought nearer to QUADRILLE, is also render'd much more agreeable and amusing than formerly.



OLD QUINTILLE: *or*,

The Manner, after which this GAME was play'd formerly.

NO *Fishes* are given out. Each Player only takes twenty or thirty *Counters*; which are valued at five, ten, fifteen, twenty,
or

or thirty Pence a-piece; in a Word, what they please themselves, according to the Agreement they make when they begin the *Party*.

They *draw the Places*, and when they have seen who is to *deal*, every one lays down a Counter before him, and has eight Cards *dealt* him, and no more; which is the usual Way of *dealing* at this Game, there being no Cards left, and by Consequence no *Discard* to be made.

The Manner of speaking and beginning to play, is the same as at *QUADRILLE*, or *OMBRE*, play'd by Four, and to win, five Tricks must be made.

He, who plays *Sans-prendre*, must name the Trump; and to win, must make five Tricks. If he wins, he has two *Counters* pay'd him for the *Sans-prendre*, by each of the Defendants, and as much for each of the three *Matadores*, if he had them; but should all his eight Cards have been Sequents of *Matadores*, he must expect no more.

If several *Beeftes* are at once upon the Board, and he, who plays *Sans-prendre*, makes the *Vole*, he has no more than what is down, and two *Counters* from each of the Players.

If there are only single Stakes upon the Board, he, who plays *Sans-prendre* and wins, of the five *Counters* there are down, besides his Due for the *Sans-prendre*, draws only two of the *Counters*, and by Consequence there remain three.

D

Who-

Whoever of the Players, except the youngest Hand of all, plays, after having ask'd, *Does any Body play?* and is answer'd, *No.* He must name the Trump; after which, he may call to his Assistance any King except That of Trumps.

He, who has the King call'd, assists the *Ombre*; and if between them they make five Tricks, they have jointly won, and the principal Player, that is, the *Ombre* takes up two of the three *Counters*, and the *Friend* one. When the *Counters* happen to be even, they equally divide them.

It is a *Remise* when the *Ombre* and the Auxiliary King make but four Tricks between them. In such Case the First puts down two *Counters*, and the other one.

They lose *Codille*, if they make but three, and in this Case the other three Players have Right to take up each of them one *Counter*.

The Laws of this five-handed *Ombre* appoint, that the four eldest Hands having pass'd, the fifth, let him have ever so bad a *Game*, is oblig'd to play, calling however a King to his Assistance.

If *Codille* is won, and there are four, or five *Counters* down, each of the Three, who defended the *Game* are to take up one. By Consequence there are either one, or two remaining upon the Board. If there is but one, it belongs to him, who has the highest Trump; if two, the other is for him of the
two

two remaining Defendants, who has the next best Trump.

If *Codille* is lost the first Time, the three Defendants, who win it, take up, each of them a Counter, and the remaining two are to be play'd for in the following *Deal*.

If the *Ombre*, having call'd a King, happens to win the *Vole*, he receives two *Counters* from each of the Defendants; and if the Number chances to be odd, the auxiliary King has one.

It may sometimes happen that there are more to be divided by Reason of the *Beeftes* that have been made; in such Case, the *Ombre* and the auxiliary King equally divide the Spoil; and if the Number is odd, (except in Case of the *Vole*) the odd one belongs to the *Ombre*.

In this five-handed *Ombre*, he, who undertakes to play the *Vole* and miscarries in his Enterprize, incurs no Penalty, having nothing to pay to the other Players.

He, who is *beefted*, lays down as many *Counters* as he should have taken up, had he won the Game.

The *Matadores* are to be pay'd for, only when they are found in one Hand, and the auxiliary King has no Share in that Payment when they were in the *Ombre's* Hand; to whom they are to be paid.

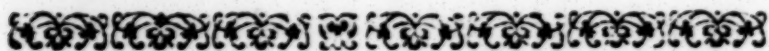
If, on the contrary, they are in the auxiliary King's Hand, they are to be pay'd to

him; but if the *Ombre* and the *Friend* are *beefed*, he of the two, who had the *Mata-dores* in his Hand, is to pay them to the rest, except to his fellow Loser. This Law is to be understood in the same Sense when they win jointly.

The pleasantest and most diverting Part of this Game, is, the concealing the King the *Ombre* has call'd; in as much as the *Ombre* is all the while in Pain, and at a Loss to know what he has to do, and very often gives the Advantage to his Adversaries, imagining he does it to his *Friend*.

For wrong *Dealing* there is no Penalty at this *Quintille*; the Cards must only be shuffled and dealt over again.

These are the Rules of the old *Quintille*. Let us next see how this Game is now play'd, being brought as near as possible to the Laws of *Quadrille*.



Of New QUINTILLE.

THE first Thing we are to take Notice of, as the Foundation of all in laying down the Rules of the new *Quintille* is, that it follows the Laws of *Quadrille* in every Point, except those, where there is an absolute Necessity of deviating from them. So that it shall suffice, together with the Laws, which are peculiar to it, to mention some

QUINTILLE.

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some Rules abstracted from *Quadrille*, by Reason that they are wholly contrary to the old Manner of playing this Game.

The *Stakes* are the same as at *Quadrille*; and the same Method in *marking* and *paying* the Game is to be observ'd.

When therefore you have agreed upon the Value of each *Fish*, when the *Places* are *drawn*, and when it is known who must *deal*, the *Dealer* is to stake down one *Fish*, and each of the others one *Counter* for the *Game*, after which the *Dealer*, having caus'd the Cards to be cut by his left-hand Man, is to give eight Cards a-piece, four at a Time, nor must he *deal* any other Way.

The Cards being *dealt*, every one is to speak in his Turn, beginning at the eldest Hand. If any one has a Hand to be play'd with the Assistance of a King, he is to *ask the Question*, saying, *Does any Body play?* If he is answer'd in the negative, he is to name the Trump and *call* a King, who in Conjunction with him, to win, must make five Tricks; and they lose it by *Remise* if they make but four, and by *Codille* if they make less.

If they win, they are pay'd the *Rewards*, and the *Matadores*, in Case they had them; and if they lose, they equally pay the *Rewards*, and *Matadores*, if they had them, whether they are *beested* by *Codille* or *Remise*.

Observe that there is no mention made of paying the *Game*, as at *Quadrille*; because we said at first, that every one must stake down, and by Consequence those that win must draw the *Stakes*, whether the *Ombre* alone, or with the Help of a King; or the Defendants if they won *Codille*.

The *Beeste*, and whatever else is to be pay'd, is done one half by the *Ombre*, and the other by the King his Ally; if in the Payment there happens to be an odd Counter, the *Ombre* is to pay it; as in the Winnings they divide equally, and the odd Counter falls to the *Ombre's* Share.

This Game is not so rigorous towards the *Ombre* as is *Quadrille*, since he can never be *beested* alone when he calls a King, even if he makes but one Trick, but the auxiliary King is always to contribute one half.

If all the five Players have *pass'd*, and he, who has *Spadille*, is oblig'd to play, calling a King, he follows all the Laws of those, who play voluntarily.

In Regard to playing *Sans-prendre*, the Laws of *Quadrille* are to be observ'd in all Points; the other four Players being united against him, who plays *Sans-prendre*; who, to win, must alone make five Tricks; being *beested* by *Remise*, if he makes but four, and by *Codille* if less than four.

When he, who plays *Sans-prendre*, or calls a King he has in his own Hand, loses *Codille*,
dille,

dille, the four Players his Adversaries divide amongst them what was play'd for; and if there are any odd *Counters*, as it often happens, he of the four, who had the highest Trump takes up one, the second is for him of the three others, who had the next best Trump; and if there are three odd *Counters*, the third is for him of the remaining two, who had the strongest Trump; but in Case they had neither of them any Trump at all, it is let alone 'till the next *Deal*.

The first *Beeffe* is always of fifteen *Counters*, the second of forty-five, except the Game, in which the first *Beeffe* was made, was won by *Codille*; in which Case the second is but of thirty. In either Case you must add the Number of fifteen for each *Beeffe*, according as they are made.

The *Mutadores* are pay'd all one as they are at *Quadrille*; it is indifferent whether they are all in the *Ombre's* Hand, or whether divided between him and the King his Ally, they part what is paid for the *Mutadores*, as well as the rest of the Winnings.

The *Vole* is likewise pay'd, according as has been at first agreed upon, to those, who win it; and those, who jointly make it, are jointly to divide the Gain.

There is no *Risque* in undertaking the *Vole*, there being no Manner of Penalty for those, who undertake and miss it; nor is there any for those, who, undertaking to play,
make

make the *Devole*; that is, are *flammi'd* by not winning one Trick, as it sometimes happens; they are only oblig'd equally to pay the *Vole* to their Adversaries, still observing that the odd *Counter*, as it belongs to the *Ombre* if he wins, must be paid by him when he loses.

He, who *calls* a King, and makes not one Trick, must be *Beefed* alone, provided that the auxiliary King makes any; but if he likewise makes none, the *Beefte* must be equally pay'd between them.

The *Vole* draws no more than what was play'd for; the Cards are clear'd by a certain Number of *Counters*, as has been at first agreed upon, to be pay'd by each Player.

As to the *Renounce*, and all the rest, except in the foregoing Particulars, the Rules and Laws of *Quadrille* are observ'd.

It is the best Way for the *Ombre* to trump about as soon as he can, and likewise for the *Friend* when the King that was *call'd* has appear'd, or even before if he can, the better to accommodate the *Ombre's* Game, that his Kings may pass, which otherwise run the Hazard of being trump'd.

By following these Rules, this Game is abundantly more entertaining than the old Method of playing it, which is now quite out of Use, except in some Provinces where they likewise play the Game of *Quadrille*, almost after the same Manner.



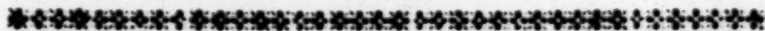
N E W
D E C I S I O N S

Upon the difficult
POINTS and INCIDENTS

Which may happen at the
GAME *of* Quadrille.



Otwithstanding the Reader, in these new Decisions, will find only Part of what is inserted in the Table of the Laws of this Game of *Quadrille*, they will not however, it is to be presum'd, be thought either unpleasant or unnecessary, since they are accompany'd with the Reasons why these Decisions have been instituted.



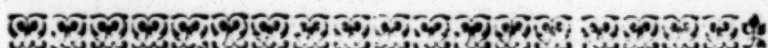
ARTICLE I.
Of the DEAL.

IF in *Dealing* any Card whatsoever happens to be *fac'd*, the Cards must be *dealt* over again. The Reason is, that it is neither just nor equitable that one of the Players should lye under the Disadvantage of having
a Card

a Card of his *Game* known, which may prove prejudicial to him, whether he plays *Sans-prendre*, with an auxiliary King, or defends the Stake. Besides, the Law would not be equal, if a *fac'd* Card belonging to one Player should be receiv'd, and the *Deal* pass for good, when, at the same Time, if a second should come to another of the Players, and a third to another, the *Deal* would be reputed false, and would pass for nothing, and yet this second or third *fac'd* Card *dealt* to different Players could produce no other Effects to their *Game*, than the first *fac'd* Card would do to his, to whom it had been *dealt*. So, by Consequence, if for two or three *fac'd* Cards occurring in a *Deal*, tho' in different Hands, the *Deal* is counted *foul*, it is very reasonable that it should be likewise counted so when there is one *fac'd* Card.

It is not permitted to *deal* the Cards after any other Manner than by four, and three at a Time, though some Players erroneously pretend that every Player is at Liberty to *deal* as he pleases; for since this Game follows, as near as possible, the LAWS of OM-BRE, at which Game the Cards are not to be *dealt* any otherwise than three at a Time, it is not just to deviate from that LAW, which has nothing in it but what is very reasonable, and which is directly contrary to the Abuses that might be introduc'd, had every one the Liberty of *Dealing* according to his Fancy,
by

by some sharpening Players, thro' the Knowledge they might have of the Cards by marking them.



ARTICLE II.

Of the Method of CALLING.

THE Opinion of some Players, who are for having him, who has the four Kings in his Hand, *pass*, except he will play *Sans-prendre*, is repugnant and contrary to the Liberty of the Game of QUADRILLE; and Reason itself requires, that it should be free for him to play, either *calling* a Queen, or one of his own Kings; it being generally receiv'd that he, who is unwilling to run the Hazard of *Sans-prendre*, may *call* one of his own Kings, or any Queen, except That of Trumps.

Observe that, to *call* a Queen, you must have the four Kings; so that if you want the King of Trumps, notwithstanding you have the other three, you are obliged either to *call* one of those Kings, or to *pass*.



ARTICLE III.

Of the Manner of playing the Cards.

AS Penalties upon the Faults committed in all Games, are impos'd with no other

ther View than to prevent the Abuses, which might be introduc'd by Sharping, it has been thought necessary to use Severity in Regard to the following Particulars; because it would be no difficult Matter to abuse them, if they were otherwise judg'd, or decided.

He, who draws from his *Game* a Card, and presents it openly as if he was going to play it, is obliged so to do, if his retaining it can do the Game any Prejudice, or give any Knowledge or Intimation to the *Friend*, especially if it is a *Matadore*.

This Case equally regards the Defendants as well as the *Ombre* and the *Friend*.

He, who plays *Sans-prendre*, or has call'd his own King, is not subject to this Law, by Reason that by discovering his Card he can reap no Advantage.

He, who, not being eldest Hand, and has the King, which the *Ombre* call'd, shall trump about with *Spadille*, *Manille*, or *Basto*, or shall even lead out the King, which was call'd, to give Intelligence that he is the *Friend*, having other Kings in his Hand that he fears the *Ombre* should trump, cannot pretend to lay the least Claim to the *Vole*; nay, and in Case any indirect Meaning appears in his having so done, he ought to be *Beesfed*.



ARTICLE IV.

Of MISTAKES and ACCIDENTS.

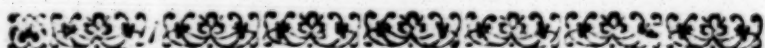
THE Liberty, allow'd in this Game of QUADRILLE, of looking over the Tricks each Player has before him, to see what has been play'd, may cause a Fault in two of the Players at once, the one in committing, and the other in occasioning it; which has occasion'd that Point to have been decided after the following Manner.

He, who, instead of turning up the Tricks of any one of the Players, shall turn up his *Game*, which may be laid down before him, and shall look upon it, or cause it to be seen by the other Players, shall be *Beefed*, together with him, whose *Game* he has discover'd, each paying half the *Beef*; the one paying for his Mistake and little Attention, and the other for his Negligence in leaving his Cards upon the Board, when he ought to have kept them in his Hand till the *Deal* was play'd out. The Establishment of this Law is by so much the more equitable, because it prevents several Abuses. First, the Snares and Baits, which might be laid for Those, who want to count the Cards, by placing the *Game* near the Tricks on Purpose to entrap them. Secondly, the knavish De-

E

signs

signs of such, who, making as if they were going to see what had been play'd, should turn up the Cards of the other Players, which by Chance or Neglect they might have laid down before them.



ARTICLE V.
Of RENOUNCES.

HE, who *renounces*, is not to be *Beefed*, even if the Trick is gather'd up and taken off the Board, in Case he recollects and perceives it before the Trick is turn'd down by the Person, who won it; but if it is turn'd down, he must be *Beefed*.

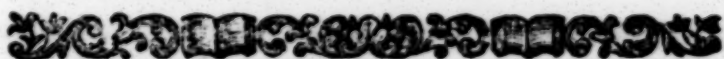
He is likewise *Beefed*, if the Trick is cover'd with another Card by the Person, who won it; except he immediately recollects himself before the next Card is play'd; in which Case he may recover his Card, and must not be *Beefed*.

He does not *renounce*, who, having forgot the Trump, has been told by any-body that the Trump is in such a Suit and who having none of the Card, which is led, shall trump it with one of that Suit he has been told was Trumps; but he cannot take up his Card again, and the Trick must belong to him, who won it; it being unjust to punish Honesty

neſty after the ſame Manner as one would Knavery, or what might look like ſuch.

He, who, without asking what is Trumps, ſhall trump with a Card, which is not ſo, and ſhall have turn'd down the Trick, muſt be *Beefed*, if it appears, or may be ſuſpected that he did it with a fraudulent Deſign.

He, who renounces ſeveral Times in one *Deal*, if it is not perceiv'd till after the Tricks are turn'd down upon the Board, is to be *Beefed* but once; but if after he has been made ſenſible of the firſt, he is ſtill ſhew'd a ſecond, and then a third, he muſt be *Beefed* for every *Renounce* he made, and he muſt take up all his Cards and play them over again, as they ought to be play'd; and the other Players muſt obſerve to play their Cards as they play'd them before.



ARTICLE VI.

Of the Faults of diſcovering one's GAME.

THE Fault of diſcovering one's *Game* is not the leſs conſiderable for its being common, ſince the Toleration thereof might introduce many Abuſes.

It is not therefore permitted either to Thoſe, who undertake to play, or to thoſe who defend the Stake, to diſcover their Cards before the Game is won, by Reaſon

that the *Friend* of him, who has shew'd his Cards, may make his Advantage of it. So that he, who does it, must be *Beested*.

This Case does not regard him, who plays *Sans-prendre*, or who has call'd his own King, because his Game can be favour'd by none.

Those, who defend the Stake, though they have made six Tricks, are not to expose their Cards, but to continue playing till the last, to see whether the *Ombre* can win his three Tricks to avoid being *Beested* alone.



ARTICLE VII.

Of the Faults of Speaking.

IT is not permitted at the Game of *QUADRILLE* to speak in any Manner whatsoever, not even to say, *That is the King*; since the Person, who is to play next either ought to know *That*, or may find it out by the Tricks already made. Neither ought any one to say, *such*, or *such Cards have been trump'd*; even he, who is to play, must not ask it, but may look in the Tricks, which have been play'd before.

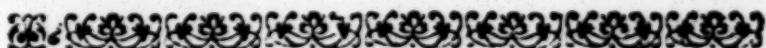
He, who speaks any Thing in the Play to encourage his *Friend*, must not pretend to the *Vole*.

He, who says any Word to make him desist, must be *Beested*. It

It is not even permitted to say, *we have six Tricks.*

The Liberty each Player has to look over the Tricks whenever he pleases, ought to be understood only when his Turn comes to play, having no Occasion to know what has past, but only when he is to determine what he is to play.

By this Means are prevented the Abuses, which frequently happen, when he, whose Turn to play is either past, or not come, counts such and such Suits; because by so doing, he determines him, who is in Suspence, whether to play *this*, or *that* Card; and besides the Prejudice it may do the Game, it is unseemly, and does not look well so to do.



ARTICLE VIII.

Of the BEESTE.

THERE is no Time prescrib'd when the *Beeſte* is not to be forfeited; it may be demanded ſeveral *Deals* after, if he, who won it can prove that he won it in the ſame *Deal*, wherein it naturally ſhould have been play'd for; but it is not ſo of the Miſtakes that may have been made in reckoning the *Beeſtes*. As for Example; if a *Beeſte*, which ſhould have been counted for

fifty-six *Counters*, went but at forty-two, and he, who won it, has receiv'd them, without demanding the Overplus of his Mistake, it must not be pay'd if the next *Deal* has been play'd out, to avoid the Confusion such Disputes might occasion; neither would it be Justice, since the Party runs no Hazard of losing more than what he may win.



ARTICLE IX.

Of the SANS-PRENDRE, and the MATADORES.

THE *Sans-prendre* and *Matadores* are to be demanded before the Cards are cut for the next *Deal*, otherwise they are not to be pay'd.

It has been nevertheless judg'd necessary to make Exception to this Rule, to punish the Knavery of such, who occasion those that have a Right to demand this Due from them, to lose it by shuffling the Cards, and causing them to be cut before they are aware, and by Consequence, before they had demanded what they ought to have had as Winners.

If he, who plays *Sans-prendre*, either with or without *Matadores*, has not receiv'd from any one of the Players what he was to have had for winning the Game, he may, notwithstanding the Cards are cut, demand, together

gether with the *Rewards* &c. the *Sans-prendre*, and *Matadores*, if he i them.

If he, who play'd *Sans-prendre*, has not demanded it, and has himself either cut or dealt the Cards, there is nothing due to him but the *Stake* and *Rewards* for the Game he won.

If he, who play'd *Sans-prendre*, with the *Matadores*, demands thro' Mistake the one for the other, he must have nothing pay'd him, except he recollects himself before the Cards are cut; this Game requiring a formal Explication of every Thing in its proper Terms.

He, who plays, *calling* a King, is not oblig'd to observe this Distinction, because there being two of them concern'd, either of them may demand what is their Due before the Cards are cut; this Law only regarding those, who play either *Sans-prendre*, or *call* their own King.

He, who, playing *Sans-prendre*, shews his Game, which he has sure in his Hand, without naming the Trump, is oblig'd to play in the Suit, which one of his Adversaries shall name. So having taken up his Cards again, he lets the eldest Hand play; to whom it belongs to name the Trump before he throws down his first Card; or if, being himself eldest Hand, he leads the Board with *Spadille*, or *Basto*, without declaring the Suit he plays in; this Game, as has been already
ready



ARTICLE X.
Of FORCED GAMES.

WHEN all the Players have *pass'd*, he, who has *Spadille*, is *forced* to play. It is to be presum'd that having *pass'd* he has no good Game; and by Consequence Justice demands that he should not be subject to the Laws of those, who play of their own Accord, which oblige them either to win three Tricks, or be *Beefed* alone. For this Reason he, who is *forced* to play by having *Spadille*, must not be *Beefed* alone, tho' he makes but one Trick.



ARTICLE XI.
Of the CONTRE, the VOLE, and the DEVOLE.

THIS QUADRILLE being, as we may say, a *French Game*, might well enough admit of the *Contre*, which some were about introducing into *Ombre*, after the Manner of the Game of *La Bête*. Those therefore, who are willing to admit it should follow this RULE.

He,

He, who would play *Sans-prendre*, and engage himself to undertake the *Vole*, should be suffered to play in Preference to him, who, tho' he is to speak before him, only offers to play simply *Sans-prendre*, or *without calling*.

He, who having play'd *Sans-prendre*, and undertaken the *Vole*, but mis'd it, must pay to every one of the Players the Forfeit of the *Vole* he has lost, and must not be paid for *Sans-prendre*, *Matadores* if he had them, or the *Rewards*, nor must he even draw the *Stake* nor the *Beeftes* that were play'd for; but he must not be *beefted* himself except he lost the Game; in which Case he must pay all that is due for the *Rewards*, the *Sans-prendre*, the *Vole*, and the *Matadores*, if he had them.

As This is a Circumstance, which very rarely happens, there can be no great Hazard in admitting it.

He, who is *forced* to play with *Spadille*, cannot pretend to the *Vole*, by Reason of the Advantage *Spadille* discovered may procure him.

The auxiliary King must have appeared before there is any Right to undertake the *Vole*; otherwise, as no *Risque* is run, so no *Recompence* is to be expected.

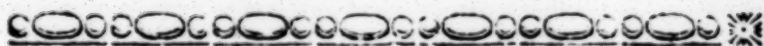
He, who plays and wins no *Tricks* makes the *Devole*, (*i. e.* is *slamm'd*) which he must pay to the two Defendants, and not to his *Friend*, lest the Desire of Gain should induce the

the *Friend* to play against him, whom he should assist, when the Game becomes desperate.

This Law, rigorous as it is, cannot well be too much so, since it tends to prevent playing upon low Games.

It is a *Rule* generally receiv'd and approv'd of, that Those, who discover their *Game*, must not pretend to the *Vole*. Nevertheless, if any one of the Players has in his Hand five or six sure Tricks, and exposes his Cards, saying that he undertakes the *Vole*, notwithstanding his *Friend* is to play first, he is admitted without its being in his Adversaries Power to hinder him; but they are at Liberty to compel the *Friend* of him, who undertakes it, to lead the Board with what Card they please, to the End that he may make no Advantage of his having seen his *Partner's* Hand; but This is only allowable before six Tricks are already won by those, who play; for if they have made six Tricks, none but he, who is to play next, has a Right to undertake the *Vole*, or to desist, according to the ordinary *Rules*.

This Point has been justly mitigated after this Manner; because he, who shews his *Game* can from so doing reap no other Advantage than only shortening the Length of the *Deal*; and is yet sentenced to have undertaken the *Vole* whether he makes it or not.



ARTICLE XII.

Of the KING surrender'd.

THIS Manner of playing is practis'd frequently enough in some Places; and the Laws of the ordinary *Quadrille* are follow'd in every other Respect. It suffices therefore to take Notice that if he, who has the King, which is *call'd* by the *Ombre*, happens to have three sure Tricks in his Hand, and *surrenders* the King with the Design of making the *Ombre* lose, he shall be *Beested* to punish his Perfidy. It is a Case, which sometimes, tho' very rarely, has happened.



L A W S relating to the

GAME of Quadrille.

I.



IT is not permitted to *deal* the Cards any otherwise than by four and three, the *Dealer* being at Liberty to begin with which of those Numbers he pleases. If in *dealing* there happen to be one or more faced Cards, the *Deal* goes for nothing.

II. If

II. If the Pack of Cards has more or less than it ought to have, the Deal goes for nothing.

III. If there chance to be two Cards of the same Sort, and it is perceived before the *Deal* is play'd out, it is null; but if the Cards are all play'd, the *Deal* is good, as well as all those, which may have preceded it.

IV. He, who misses *Deal*, must *deal* again; but is not to be *Beefed*.

V. If he, who plays either *Sans-prendre*, or calling a King, names a Trump of a different Suit from That his *Game* is in, or names two several Suits, That, which he first nam'd, must be the Trump.

VI. He, who plays, must name the Trump by its proper Name; as he likewise must the King he *calls*.

VII. He, who has said *I pass*, must not be again admitted to play, except he plays by *Force*, upon Account of his having *Spadille*.

VIII. He, who has ask'd the *Question*, and has *Leave* given him, is oblig'd to play.

IX. He, who has ask'd to play, must not play *Sans-prendre*, except he is *forced* so to do.

X. He, who has ask'd to play, may play *Sans-prendre*, in Preference to him, who *forces* him to it.

XI. He, who has the four Kings, may *call* the Queen of either of his Kings.

XII. Neither the King nor Queen of the Suit, which is Trumps, must be *call'd*.

XIII. He,

XIII. He, who has one, or several Kings, may call any King he has in his Hand; in such Case, to win, he must make alone six Tricks. If he wins, it is all his own; and if he loses, he pays all by himself.

XIV. You must not demand *Gano*, of your *Friend*; nor cause him, by any indirect Means, to favour you.

XV. Every one ought to play in his Turn, but for having done otherwise, no one must be *Beefed*.

XVI. He, however, whose Turn it is not to play, having in his Hand the King the *Ombre* has call'd, and shall trump about with either *Spadille*, *Manille*, or *Basto*, or shall even play down the King, which was call'd, to give Notice of his being the *Friend*, must not pretend to undertake the *Vole*; nay he must be condemn'd to be *Beefed*, if it appears that he did it with any fraudulent Design.

XVII. He, who has drawn a Card from his *Game*, and presented it openly in order to play it, is obliged so to do, if retaining it may be either any Ways prejudicial to the Game, or may give any Intimation to the *Friend*; and more particularly if the Card is a *Matadore*. He, who plays *Sans-prendre*, is not subject to this Law; nor is he, who calls his own King.

XVIII. He, who has none of that Suit of the Card that leads, is not obliged to

F

trump

trump it; nor to throw a higher Card of the same Suit upon it, if he has one.

XIX. It is lawful to look upon every one's Tricks to see what Cards have been play'd.

XX. None ought to look upon the Tricks, nor to count aloud what has been play'd, except when it is his Turn to play; but to let every one reckon for himself.

XXI. He, who instead of turning up the Tricks before any one of the Players, shall turn up and discover his *Game*, must be equally *Beefed* with him, whose Cards he has so discover'd, one paying one half, and the other the like.

XXII. He, who *renounces*, must be *Beefed* as many Times as he has so done, if he is made sensible of it every *Renounce* he has made; but if the Cards are mix'd, he is to pay but one *Beef*, tho' he has made several *Renounces*.

XXIII. To have *renounc'd*, the Trick must have been turn'd down; or he who *renounc'd* must have play'd his Card for the next Trick; otherwise he may recal his Card without incurring any Penalty.

XXIV. If the *Renounce* prejudices the Game, and the Deal is not all play'd out, every one may take up his Cards, beginning at the Trick where the *Renounce* was made, and play them over-again; but if the *Deal* has been all play'd out, the Cards may not be re-taken.

XXV.

QUADRILLE. 63

XXV. He, who having asked what is Trumps, shall trump with a Card of that Suit he has been told was Trumps, tho' in Effect it is not so, must not be *Beefed*.

XXVI. He, who, without having enquir'd what is Trumps shall trump with a Card which is not Trumps, if he has taken up and turn'd down the Trick, must be *Beefed*.

XXVII. He, who shews his *Game* before the *Deal* is out, must be *Beefed*, except he play'd *Sans-prendre*.

XXVIII. Several *Beefes* made in one *Deal* ought to go altogether; unless it has been otherwise agreed before.

XXIX. The greatest *Beefes* should be always first play'd for.

XXX. None of the three *Matadores* can be commanded down by an inferior Trump.

XXXI. A superior *Matadore* forces down an inferior, when it is play'd by the Leader.

XXXII. A superior *Matadore* does not command down an inferior, if it is play'd upon any other Trump that led the Board.

XXXIII. The *Matadores* and *Sans-prendre* cannot be demanded after the Cards are cut for the next *Deal*, except when they are designedly cut and dealt so hastily that the Winner has not been allow'd Time to demand his Due; in which Case, if he has not taken up the *Stake*, nor been paid the *Rewards* by any of the Players, he may lawfully demand the *Sans-prendre* and *Matadores*

together with his other Dues; but if it was he himself, who either cut or dealt the Cards, he has no farther Right to demand them.

XXXIV. If he, who plays *Sans-prendre* with the *Matadores* in his Hand, demands only one of them, he must receive only That, which he mentioned.

XXXV. He, who, instead of *Sans-prendre*, shall demand *Matadores*, not having them; as likewise he, who shall demand *Sans-prendre* instead of *Matadores*, cannot compel the Players to pay him what is really his Due; this Game requiring a formal Explication of every Point in its proper Terms. He, who plays with the Assistance of a King, has no Share in this Distinction.

XXXVI. If one of the two Winners has been paid for *Matadores*, the other may likewise rightfully claim Payment, notwithstanding they have not been demanded.

XXXVII. *Matadores* are only paid when they are in the Hands of the *Ombre*, or of the King his Ally, whether all in one Hand, or separately in both.

XXXVIII. He, who plays *Sans-prendre*, is obliged to name his Trump, notwithstanding he has a sure Game in his Hand.

XXXIX. The Game, the Stake, the Rewards, and the *Beestes* have no prefix'd Time set for their Payment, but may be demanded several *Deals* after.

QUADRILLE. 65

XL. You cannot recover the Mistakes, which may have been made in reckoning the Value of *Beefstes*, after the *Deal* wherein they were drawn is over.

XLI. He, or they, who play and make all the Tricks, are to be pay'd what has been agreed upon for the *Vole*.

XLII. The *Vole* does not draw the *Beefstes*, which were not play'd for.

XLIII. He, who undertakes the *Vole*, and does not make it, must pay as much as he would have receiv'd, had he won it.

XLIV. The *Vole* is undertaken when, after having made six Tricks, whether you play *Sans-prendre*, or with the Assistance of a King, the Card is play'd down for the seventh Trick.

XLV. When the *Vole* is once undertaken there is no going back.

XLVI. He, who speaks in the Game to encourage his *Friend* to undertake the *Vole*, cannot pretend to it.

XLVII. He, who says any Thing to induce him to desist from undertaking it, must be *Beefsted*.

XLVIII. It is not permitted to give Notice to your *Friend* that you have made six Tricks.

XLIX. Those, who defend the *Stakes*, must not communicate their Game to each other, tho' the *Vole* is undertaken, nor must

any one speak the least Word that concerns the Game.

L. He, who is *forced* to play with *Spadille*, cannot have any Pretensions to the *Vole*.

LI. The *Vole* cannot be undertaken 'till the auxiliary King has appear'd.

LII. You may, in Case the auxiliary King does not appear, continue playing 'till the very last Card, without incurring the Penalty of those, who miss making the *Vole*.

LIII. Those, who make the *Vole*, if the auxiliary King has not appear'd, 'till the last Trick, must not be pay'd it, even tho' the Queen of that Suit has made a Trick.

LIV. Those, who, having undertaken the *Vole*, miss making it, are nevertheless to take up the *Stakes*, *Beestes*, &c. that were play'd for, and to be pay'd the *Game*, *Rewards*, *Matadores*, if they had them, and *Sans-prendre*, if so play'd.

LV. Those, who admit of the *Contre* into the Game of *QUADRILLE*, must permit him, who proffers to play so, before any other, who offers only to play *Sans-prendre*, even the eldest Hand.

LVI. He, who playing *Sans-prendre*, undertakes the *Vole*, and misses making it, must pay to each of his Opponents the Due for the *Vole*; nor is he to be pay'd either the *Sans-prendre* or *Matadores*, if he had them, nor even the *Rewards*, nor the *Game*; neither
does

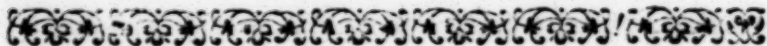
does he draw the *Stakes* ; but he is not to be *Beefted*, except he lofes the Game ; in which Cafe, he must pay to each Player, besides the Forfeit of missing the *Vole*, what he was to have had for winning the Game, and be *Beefted* for as much as was play'd for.

LVII. He, who plays, and does not make three Tricks, is to be *Beefted* alone, and must likewise pay alone all that is to be pay'd ; and if he makes no Trick at all, he must, besides That, pay to his two Adversaries the *Vole*, but not to his Friend, lest the Allurement of that Gain might intice the *Friend*, when he sees the Game desperate, or past Recovery, to play against him, whom he ought to defend.

LVIII. When you play the Game call'd *au Roy rendre* ; or, *the King surrender'd*, he to whom his King is *surrender'd*, must, to win, make six Tricks alone. As to all the rest, he wins or lofes by himself.

LIX. Whoever refuses to play out the Number of *Tours* agreed upon at first, ought to pay all the *Losings*, and the Cards.

LX. But in Case his Absence is absolutely requir'd upon any important Occasion, the Party may be put off 'till another Opportunity, taking a Memorial of the Condition the Game is left in.



Of the GAME of OMBRE.

THE Game of *Ombre* owes its Invention to the *Spaniards*, and has in it a great deal of the Gravity peculiar to that Nation; the Games of *Quadrille* and *Quintille* being only Cyons, which the *French* have inoculated upon this *Spanish* Stock.

Ombre, by Three, varies from *Quadrille* in having only twenty-seven Cards dealt out, to each Person nine, out of the forty Cards, which is the whole Pack, as at *Quadrille*.

The Dealer is to give three and three round, till he has dealt nine a-piece; the remaining thirteen are to lye at the Dealer's right Hand.

If in dealing the Cards, there happens to be one *faced*, the Deal is good, unless it be a Black Ace; but if the Dealer should turn one, it is in the Option of the Person, to whom it belongs, to receive it, or make him deal again, unless it be a Black Ace; in which Case the Cards must be dealt again.

If *Sans-prendre* is play'd and a Card is faced in the Stock, the Deal goes for nothing.

If a *Beefste* is made, the Person, who is *beefsted* puts down one Fish, which is laid
upon

upon one of the Stakes, and must be play'd for as double the next Deal.

The Person, who is *beefed*, lays down, what he would have taken up, if he had not been *beefed*.

The Stakes at this Game are different from *Quadrille*, every one staking down only one Filh.

The Person, who sits at the Dealer's right Hand, speaks first whether he plays *with Leave* or *Sans-prendre*; after which, if *Leave* is given, he discards two, three or more Cards, according to the Strength of his Game, and serves himself from the Stock with as many Cards as he lays out, naming the Trump before he sees them, otherwise either of the other two may name what Trump he pleases.

If any Person takes in more Cards than he lays out, he is *beefed*, if he has seen them; otherwise he is obliged to put them back.

If he has mixed them with his other Cards, they must be drawn out at Hazard, as many as he took above his Due.

He, who takes less than his Due, may take the rest at any Time, while the Stock is on the Table; but if they are all drawn in, he may take what he wants from the Discard.

If He plays with more or less than his Due he is *Beefed*.

To win the Game you must make more
Tricks

Tricks than either of your Antagonists ; therefore four Tricks may do, if you can contrive to give two to the One, and three to the Other ; but if one gets four Tricks and the other gets one, you are *beefed* by *Remise*. If you get fewer Tricks than either of your Antagonists you are *beefed* by *Codille* ; and the Stake is taken up by the Person, who wins the *Codille*.

If every one gets three Tricks it is a *Remise* by Three ; and the Ombre is *beefed*.

The greater Stake is always play'd off before the less.

To play *Sans-prendre* is to play without discarding.

He that has ten Cards in his Hand may play *Sans-prendre* if he did not deal ; but one of the others is to draw a Card out of his Hand at Hazard.

He that has eight Cards may play *Sans-prendre*, if he gives Notice of his having but eight.

The *Vole* is undertaken, as at *Quadrille*, if after you have won as many Tricks as have gotten the Game, you play another Card down.

He, who wins the *Vole*, sweeps the whole Board, let there be ever so many Fish upon it, and receives for *Matadores*, if he had them and the *Sans-prendre* if he play'd it.

For the *Vole* it is generally agreed to pay two Fish a-piece ; but if not agreed on before-

fore-hand, it is not pay'd but when a single Stake either of one or two Fishes lye upon the Board.

He, who undertakes the *Vole* and does not win it, is to take up only the Stake that he won for the Game; the rest is to be divided by the other two, and the *Ombre* is to lay down upon the Board as much as they took up.

The *Ombre* is to pay, for the Loss of the *Vole*, to his Antagonists, what he should have received from them if he had won it.

If any Difficulties or Disputes should arise, regard may be had (according to Circumstances) to the Laws and Rules made use of at *Quadrille*.

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